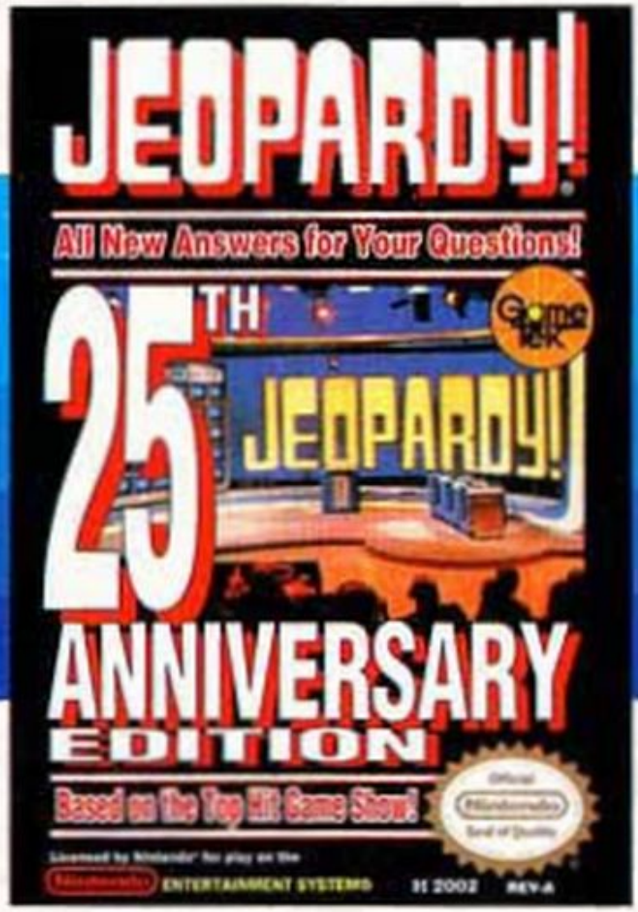
NES-J3-USA ★




# JEOPARDY!®
## 25TH ANNIVERSARY EDITION

## INSTRUCTION BOOKLET

GameTek™

# The Biggest Names are on our Games!sm

We are the hi-tech electronic entertainment company that puts you in the picture with exciting home versions of television's top game shows for adults and kids, and innovative new fun-filled game play for pre-schoolers. This software includes games the whole family loves, games they can play...either together or alone against the computer.

GameTek's Nintendo version of Jeopardy! 25th Anniversary Edition is fast paced and full of surprises, just like the original Jeopardy! Nintendo game and the Jeopardy! Junior Edition, and just like the television show that has been a family favorite for 25 years. Be the first to press the buzzer and enter the correct question...and the "cash" is yours!

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

**This game is licensed by Nintendo® for play on the**

Nintendo ENTERTAINMENT SYSTEM®

**Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.**

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# JEOPARDY!
## 25TH ANNIVERSARY EDITION

Here's the answer: One of the highest-rated game shows in TV history.
You know the question: What is Jeopardy?
Here's the answer: Almost 2,000 new questions for brain-challenging family fun on Nintendo!
And here's the question: What is the new Jeopardy! 25th Anniversary Edition?

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# HOW TO USE THE CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used.
If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.
If 3 players are competing, Player #1 and Player #3 share Controller 1. They hold it together when trying to be first to buzz in with a response. Player #1 presses the center circle on the CONTROL PAD and Player #3 presses the A or B BUTTON.

## CONTROL PAD

In all games, pressing the arrowed tips in any of the four directions scrolls the cursor left and right or up and down to stop on the desired letters and numbers that spell out your answer. You can even "wrap around" the ends, to the right or left, over the top or under the bottom, to reach the letters you need more quickly.

## START BUTTON

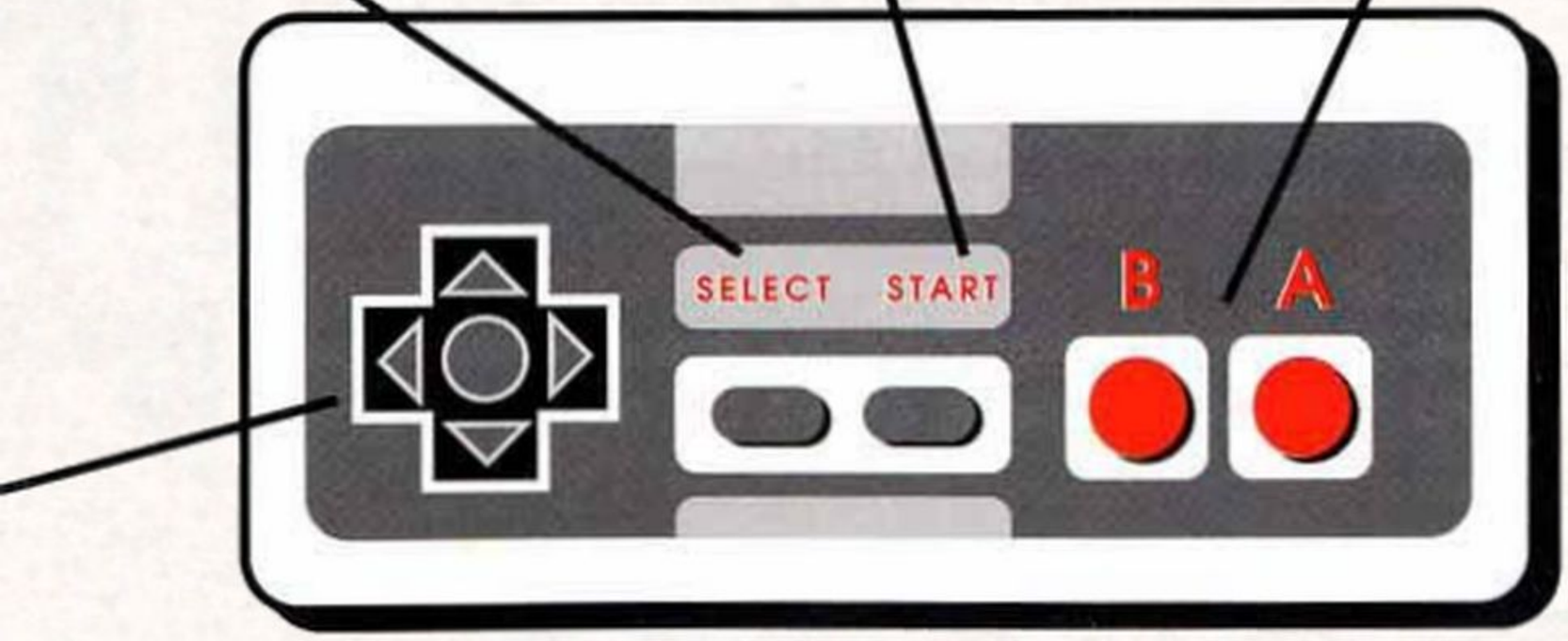
Starts The Game

## A, B BUTTONS

Either A or B can be used to lock in your selections of letters, numbers, ←, and END.

## SELECT BUTTON

Not Used



# SETTING UP THE GAME

1. Players decide in advance who is to go first, second, etc.

2. Player #1, press the START BUTTON when the flashing instructions PRESS START TO BEGIN come on the screen.

3. Player #1, scroll the CONTROL PAD to the right to light up the desired number of players (1•2•3). Lock it in with the A or B BUTTON.

4. Players decide on the SKILL LEVEL (1•2•3) of the game based on the time allotted for answering a question (50 seconds for Level 1, 45 seconds for Level 2, 40 seconds for Level 3). Player #1, lock in the agreed-upon level.

5. If fewer than three players are competing, they may choose (YES•NO) to play against the computer. Player #1, lock it in.

6. Player Identification
   a. Player #1, use the four tips of the CONTROL PAD to scroll the cursor right and left, up and down, and wrapping around the board, to spell out your

name. Lock in each letter with the A or B BUTTON. When your name is complete, scroll to END and lock it in.

b. Player #1, you are shown a person at the first console, and you are asked: WOULD YOU LIKE A NEW CHARACTER? YES•NO. Move right or left to your answer and lock it in. If your answer is YES, you *do* want a new character, press the A or B BUTTON. The characters will change (male and female) until you get to the one you like. When you do, scroll to NO, you *don't* want a new character, and lock in your answer. That character is now "YOU."

c. Player #2, follow steps a. and b. using Controller 2. Player #3, follow steps a. and b. using Controller 1. If Player #3 is a computer player (see Step 5), a computer player's name and character appear on the screen automatically.

# HOW TO PLAY JEOPARDY!

1. The Jeopardy! board appears on the screen. Player #1, you are directed to choose a category and a wager. To do this:

a. Press the CONTROL PAD right or left to move horizontally across the six categories. Stop at your selection, then lock it in with the A or B BUTTON. (Categories are often abbreviated at the top of the column because of space limitations. But the same category also appears spelled out at the bottom of the screen.)

b. Move the CONTROL PAD up or down to select a wager from $100 to $500. (Generally, the higher the wager, the harder the question.) Lock in your wager with the A or B BUTTON.

2. All players now get ready for the "answer" to appear on the screen and to be the first to jump in with the "question."

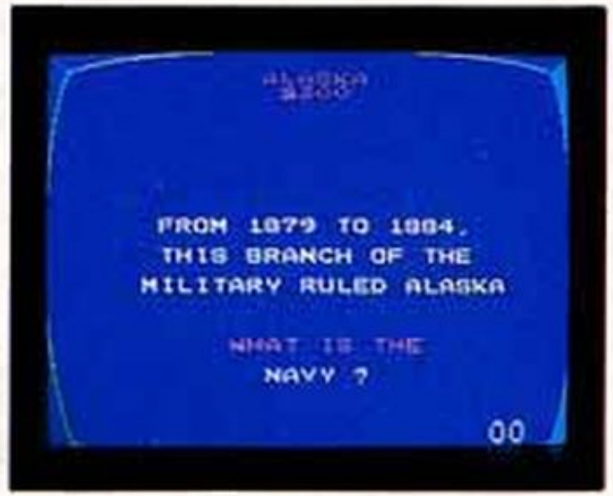
a. Players #1 and #3, you share your hold on Controller 1: Player #1, get set to press the center of the CONTROL PAD; Player #3, get set to press either the A or B BUTTON.

b. Player #2, you use the CONTROL PAD of Controller 2.

3. As soon as the "answer" appears, a timer starts the countdown, waiting for a player to buzz in.

a. If one player *does* jump in with a buzz, go directly to Step 4.

b. If no player buzzes in and the time runs out, the "answer" and correct "question" both appear on the screen. The original player then selects a new category and wager.




4. The player who has buzzed in first has total control of the board, shutting out all other players. The "answer" reappears on the screen, along with the first part of the "question" (WHO IS...or WHAT IS...or WHAT ARE, etc.). Below that is the alphabet/number board on which the "question" is to be completed. For this explanation, we'll say it's Player #1 who has buzzed in first.

a. Player #1, scroll the cursor to spell out your "question," locking in each letter with the A or B BUTTON.

b. Scroll to END and lock in the word or words with the A or B BUTTON.

c. Spelling must be completed before the timer at the lower right of the screen reaches 00.

5. If the "question" is correct, the amount wagered is posted on Player #1's console and added to any previous winnings.

6. If the "question" is incorrect, the amount wagered is deducted from these winnings, going to a minus figure when necessary. The "answer" then reappears on the screen, and the remaining players get the chance to jump in again to try the "question." (The player who answered incorrectly cannot try again.)

7. The player who gives the correct "question" gets to select the next category and wager.

8. Play continues until the board is cleared.

1. During play, a hidden Daily Double appears behind one of the 30 windows on the board. If you are the player who selects the wager covering the Daily Double, you automatically shut out the other players and get to try that "question" alone.

a. If you have already accumulated winnings (for example, $250), you can wager any amount between $5 and $250 by scrolling in that amount on the Daily Double screen.

b. If you have *no* accumulated winnings, you can choose any wager from the board: $100-$500.

2. If your "question" is correct, the value of the wager is added to your score; if incorrect, it is deducted.

# DOUBLE JEOPARDY!

1. Once the Jeopardy! board is completed, the Double Jeopardy! round begins.

2. The player with the lowest score in Jeopardy! gets to start Double Jeopardy!

3. Double Jeopardy! is played in the same manner as Jeopardy! except that:

   a. The categories change.

b. The wagers are doubled ($200-$1,000).

DAILY DOUBLE
CONGRATULATIONS STEVE . YOU
HAVE FOUND A DAILY DOUBLE.
NOW YOU CAN WAGER ANY AMOUNT
BETWEEN $5 & $
ONLY YOU MAY ATTEMPT THIS.
AMOUNT $2
0 1 2 3 4 5
6 7 8 9 ← CLR
STEVE, ENTER HOW MUCH
OF YOUR $
YOU WISH TO WAGER.
05

c. Two Daily Doubles are hidden randomly on the board.

# FINAL JEOPARDY!

Upon the completion of Double Jeopardy! all players with winnings accumulated get to compete in Final Jeopardy!

1. First, the category is displayed, and each player can bet all, part, or none of his money. (The other players are asked to look away from the screen while this is being done.)

2. Next, the "answer" is displayed, and each player, in turn, scrolls the cursor to spell out the "question," again with the other players looking away.

3. The correct answer is displayed. Those players with correct answers have their wagers added to their scores; wagers for incorrect answers are deducted.

4. The player with the most money from all three games combined is the winner.

# MESSAGE TO PLAYERS

1. This cartridge uses a program which will randomly access data. At the end of play, the file is cleared and made available for future play. This is very much like shuffling a deck of cards after each game. Categories and questions are always selected at random by the computer, so although there are almost 2,000 questions in over 400 categories, repetition will occur.

If repetition does occur and you wish to reshuffle the file, press the RESET button. This will initiate a new game and reshuffle the questions and categories in this file.

2. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

1. Words should be spelled as accurately as possible, though some very minor misspellings may be accepted. Be sure to check the spelling of a completed word before you scroll the cursor to END to lock it in.

2. You can "erase" letters by scrolling the cursor to ← , the correction symbol. You must do this before you scroll to END.

3. If your "question" deals with a person's name, try to give both the first and last names.

4. If your "question" deals with numbers as part of names, such as World War I or King Henry VIII, be sure to include the numbers, either as I or VIII, or 1 or 8, or ONE or EIGHTH.

5. If your "question" is shown on the screen as "WHO ARE" or "WHAT ARE...," be sure to answer in the plural form of the word.

6. If your "question" calls for a pair of words (or names), be sure to enter them in the order most commonly used, such as BOW AND ARROW, not ARROW AND BOW.

7. Spacing between words is optional. You can connect all your words as one, or if you want to insert spaces and have enough time, scroll the cursor to the blank space between & and ←, and lock it in.

8. When playing against the computer, an incorrect "question" inserted by the computer might look something like this: XX??+//. This is not a "bug" in the game, but rather an unrecognizable word programmed for the computer to make an error. (Yes, it really does!)

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

# LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180 • (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMEPAK.

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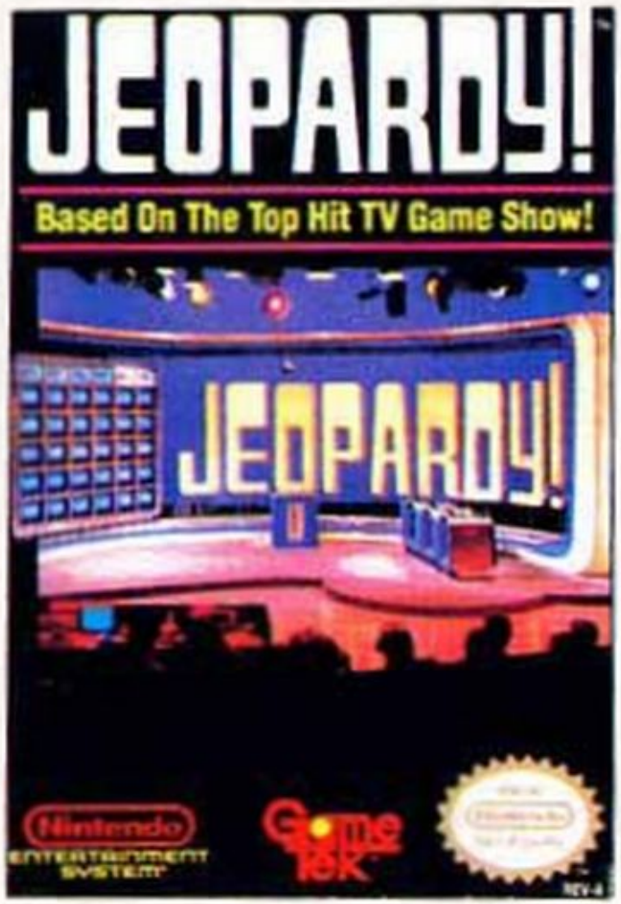
GameTek

# LOOK FOR THESE OTHER EXCITING KIDS', TEENS', AND FAMILY GAMES!




## JEOPARDY!®

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

## JEOPARDY!® JUNIOR EDITION

This terrific video game has questions and answers designed with kids to teens in mind. It's got the subjects their eager minds are curious about, subjects they are knowledgeable about! It's an exciting, fun-filled game!

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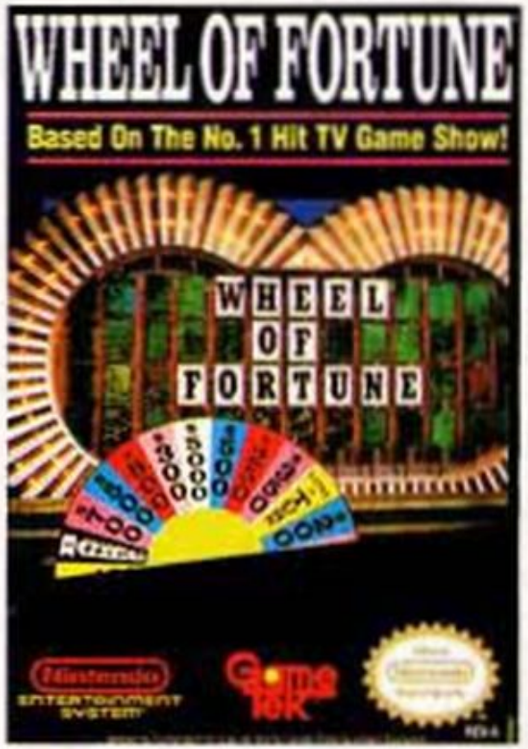
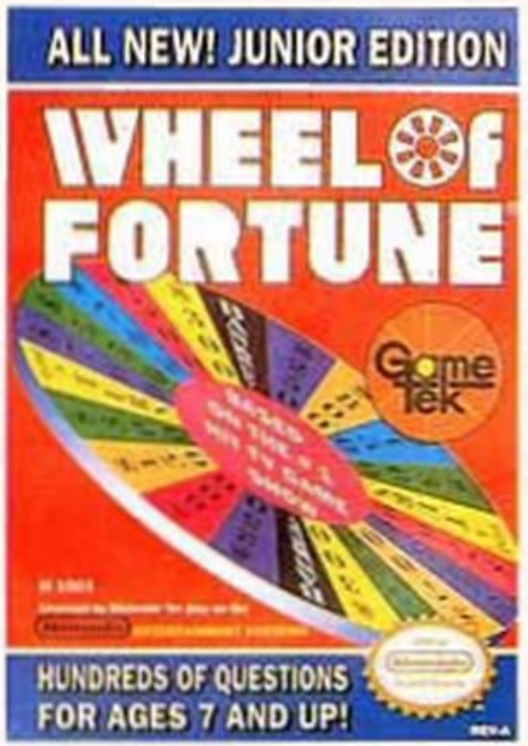



## WHEEL OF FORTUNE®

The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!

## WHEEL OF FORTUNE® JUNIOR EDITION

This lively and stimulating junior version of the terrific Nintendo adult game recreates all the excitement of the hottest game show on TV. Now, kids to teens can spin for consonants, buy vowels, and solve puzzles...while trying to avoid going bankrupt and while having great fun!



## WHEEL OF FORTUNE®
## FAMILY EDITION

Television's number-one game show has an all-new edition! There are over 1,000 new puzzles in familiar, favorite categories and in challenging new categories as well. Get set to spin! Get set to win!

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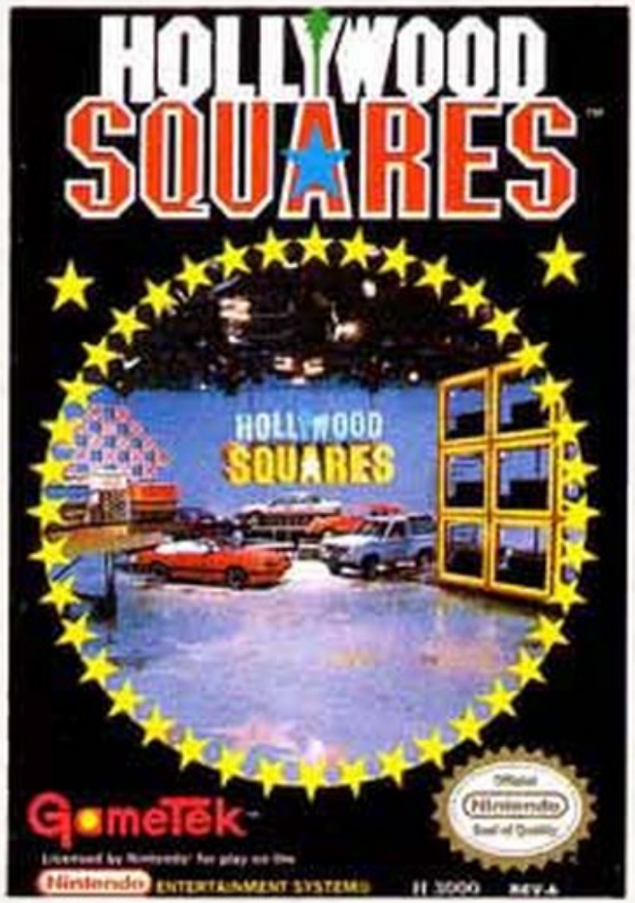


## HOLLYWOOD SQUARES™

It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you chuckle over their humorous ad libs. Competition is keen, and excitement runs high when you play the fast-moving video version of this hit TV game show.

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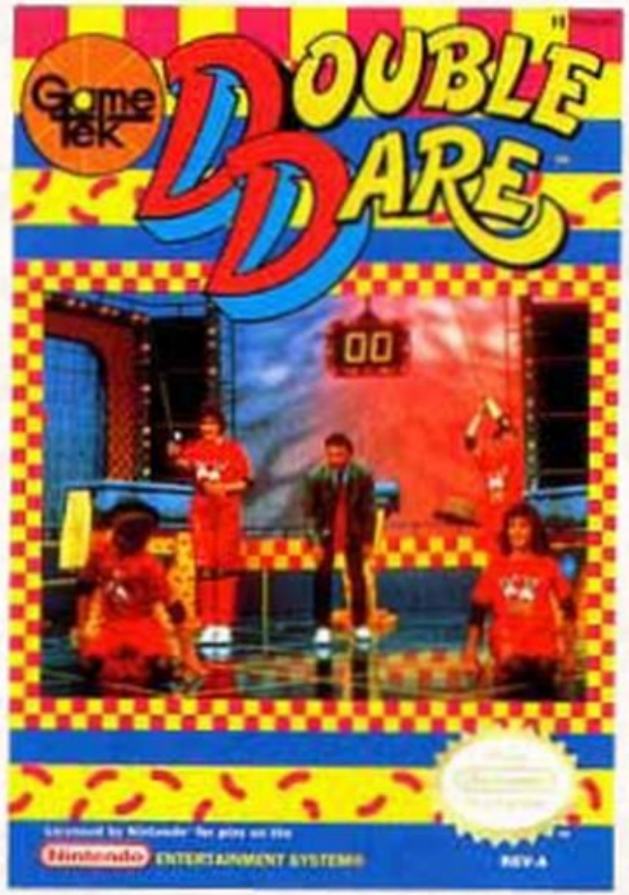
## DOUBLE DARE™

The kids' TV game show that has taken the country by storm debuts on Nintendo. Kids get to test their minds on subjects from rock to rocks, then test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action! Double Dare is Double Challenge! Double Dare is Double Fun!

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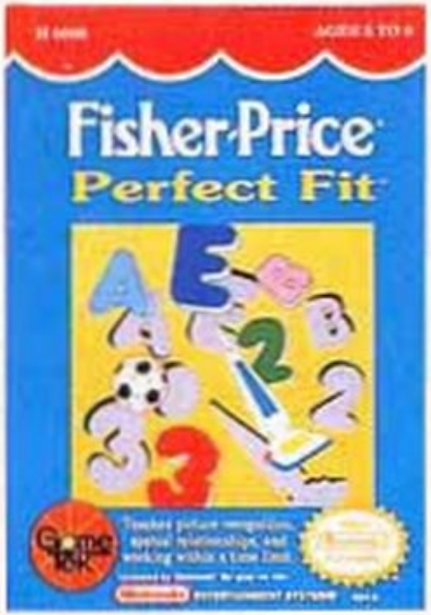
# Fisher-Price™

## I CAN REMEMBER™

This absorbing and involving program gives pre-schoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.




## PERFECT FIT™

Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!

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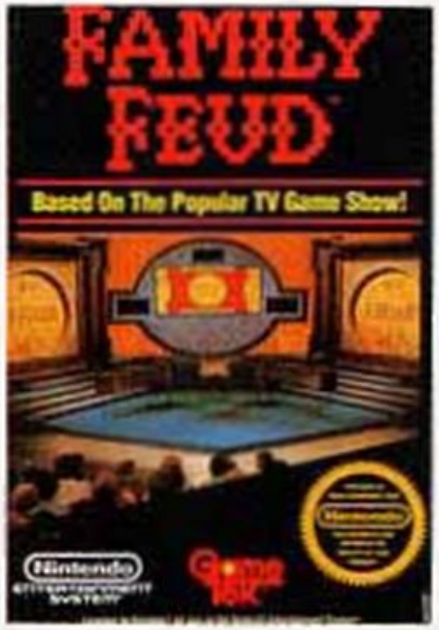


**FAMILY FEUD™** — The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big money in the final round. This high-action game plays just like the popular television game show.

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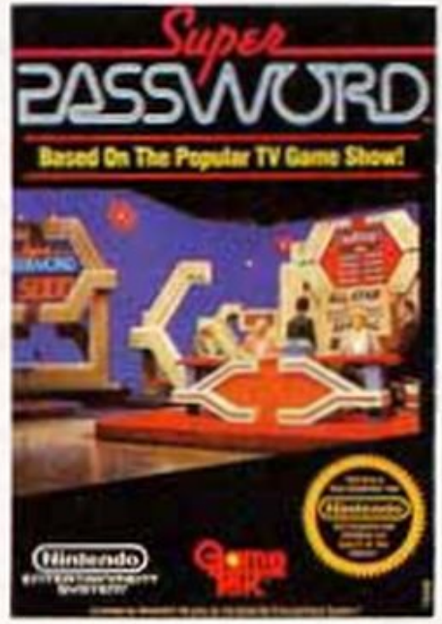


**SUPER PASSWORD™** — The Password for this terrific word-association game is "FUN." It's also Fantastic, Enjoyable, Amusing, Entertaining, and Exciting! Hours of stimulating play!

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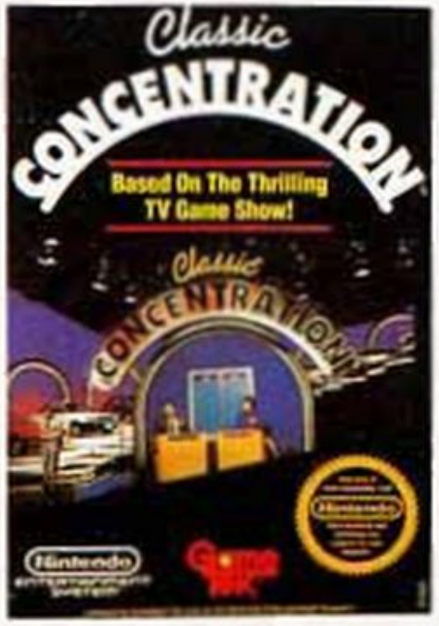


**CLASSIC CONCENTRATION™** — Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

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